Button

Play-button Component The <play-button> component provides a clickable element, which can be used in forms or anywhere that needs simple, standard button functionality. It may display text, icons, or both. The <play-button> component can be customized with various attributes to achieve a specific look and functionality. Basic Usage ■ < play-button > Click me </ play-button > < play-button [disabled] = " true " > Disabled </ play-button > Shape■ ■ The shape property enables customization of the button's shape. By default, buttons have a rectangular shape with a small border radius. However, setting this property to "round" transforms the button into a rounded element. < play-button shape = " circle " > Rounded Button </ play-button > Fill■ ■ The fill property determines the background and border color of the button. By default, buttons have a solid background, unless they are placed within a toolbar, in which case they have a transparent background. This property allows for further customization by offering options such as 'outlined', 'plain', and 'text'. < play-button > Default </ play-button > < play-button type = " outlined " > Outlined Button </ play-button > < play-button type = " plain " > Plain Button </ play-button > < play-button type = " text " > Text Button </ play-button > Size■ ■ The size property specifies the dimensions of the button, altering its height and padding accordingly. This feature provides flexibility in adapting the button's appearance to match the design requirements or visual hierarchy of the application. < play-button size = " sm " > Small Button </ play-button > < play-button size = " lg " > Large Button </ play-button > Icon ■ The icon property allows the placement of an icon within the button, enhancing its visual representation. Additionally, the iconPosition property determines the position of the icon relative to the button text, offering options such as 'left', 'right', 'top', and 'bottom'. < play-button icon = " icon_name " iconPosition = " left " > Left Icon Button </ play-button > < play-button icon = " icon_name " iconPosition = " right " > Right Icon Button </ play-button > < play-button icon = " icon_name " > Icon Only </ play-button > Theming ■ Theming enables the customization of button colors based on the color
scheme of the application. By setting the variant property, users can choose
from a range of predefined variants including 'primary', 'secondary', 'info',
'success', 'warning', 'help', 'danger', 'contrast', and 'link'. < play-button variant = " primary " > Primary Button </ play-button > < play-button variant = " secondary " > Secondary Button </ play-button > < play-button variant = " info " > Info Button </ play-button > < play-button

variant = " success " > Success Button </ play-button > < play-button variant = " warning " > Warning Button </ play-button > < play-button variant = " help " > Help Button </ play-button > < play-button variant = " danger " > Danger Button </ play-button > < play-button variant = " contrast " > Contrast Button </ play-button > < play-button variant = " link " > Link Button </ play-button > Events ■ The button supports all the applicable events, including the standard 'click' event. Attributes ■ Attribute Description variant Sets the variant of the button. Supported variants include secondary , primary , info , success , warning , help , danger , contrast , and link . size Sets the size of the button. Supported sizes include sm (small) and lg (large). type Sets the type of the button. Supported types include outlined , plain , and text . disabled Disables the button if set to true. loading Shows a loading spinner inside the button if set to true. icon Sets an icon to display on the button. iconPosition Sets the position of the icon relative to the button text. Supported positions include left , right , top , and bottom . speedDial Indicates whether the button is part of a speed dial component. speedDialDirection Sets the direction of the speed dial component. Supported directions include up , down , left , and 'right'. shape Sets the shape of the button. Supported shapes include circle , semi-circle , and quarter-circle . splitButton Indicates whether the button is a split button.

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<play-button>Click me</play-button>

<play-button [disabled]="true">Disabled</play-button>


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<play-button shape="circle">Rounded Button</play-button>


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<play-button>Default</play-button>

<play-button type="outlined">Outlined Button</play-button>

<play-button type="plain">Plain Button</play-button>

<play-button type="text">Text Button</play-button>


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<play-button size="sm">Small Button</play-button>

<play-button size="lg">Large Button</play-button>
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<play-button icon="icon_name" iconPosition="left">Left Icon Button</play-button>

<play-button icon="icon_name" iconPosition="right">Right Icon Button</play-button>

<play-button icon="icon_name">Icon Only</play-button>
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<play-button variant="primary"> Primary Button</play-button>

<play-button variant="secondary"> Secondary Button</play-button>

<play-button variant="info"> Info Button</play-button>

<play-button variant="success"> Success Button</play-button>

<play-button variant="warning"> Warning Button</play-button>

<play-button variant="help"> Help Button</play-button>

<play-button variant="danger"> Danger Button</play-button>

<play-button variant="contrast"> Contrast Button</play-button>

<play-button variant="link"> Link Button</play-button>
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